

# MVS<sup>®</sup>

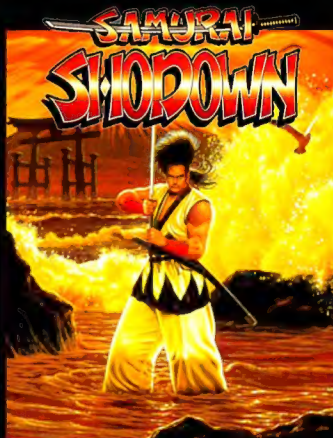
MULTI VIDEO SYSTEM



NEO·GEO IS A TRADEMARK REGISTERED BY SNK.

**SNK** CORPORATION

SAMURAI SHODOWN USER'S MANUAL



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## SAMURAI SPIRITS USER'S MANUAL



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### A Word from Our Lowly Programmers.

Our most humble thanks to our gentle customers who have purchased SAMURAI SHODOWN for the NEO GEO HOME SYSTEM. Before gracing us with the pleasure of having you play this game, we beseech you to pass your most magnificent eyes over this most wretched of manuscripts, in the hope that you will gain some pearl of knowledge, some shard of insight, a glint of enlightenment to aid you in your quest to master the intricacies and challenges of our 100 MEGA SHOCK word battle.

### [ATTENTION]

- This product can only be used on the NEO GEO MVS System.
- Do not disassemble!!  
Contains high precision parts!
- Avoid dropping or other strong shocks.  
Keep away from extreme temperatures.
- Do not touch terminal.  
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

### [MEMORY CARD PRECAUTIONS]

- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert or pull out the memory card or game cartridge.  
Do not shut off the main switch!
- Keep water and dust away from the connector of the NEO-Geo memory card.



## Mastering the Fundamentals--USING THE CONTROLLER

### CONTROL LEVER:

Character movement right  
to left, jump, crouch, etc.

### START BUTTON:

Used to start game play (Both controllers)



C BUTTON: Kick-Light Attack

D BUTTON: Kick-Strong Attack



C+D BUTTON:  
Kick-"To the Moon" Kick

B BUTTON: Sword, Punch-Strong Attack

A BUTTON: Sword, Punch-Light Attack

A+B BUTTON: Sword, Punch- "Whoa, Baby" Bow \*

## GAME SCREEN



- 1) SCORE
- 2) LIFE METER
- 3) CHARACTER NAME
- 4) REMAINING TIME
- 5) BEACON OF VICTORY
- 6) RAGE GAUGE (Refer to  
RAGE GAUGE listing for  
more details.)



## LET THE BARBARISM BEGIN!



### ① TITLE SCREEN DEMONSTRATION

Insert the cassette into the console and turn on the power switch. The title and demonstration screens will appear automatically. Press the start button to call up the OPTION SCREEN.



### ② GAME LEVEL SETTING

**DIFFICULTY LEVEL** (Sets the strength of the computer player) Select from four levels of difficulty: **NORMAL** is recommended for beginners. Move the joystick up or down to select the desired level then press the A Button.

#### ● EASY MODE.

The simplest level. Great for mastering the fundamentals.

#### ● NORMAL LEVEL.

A level of average difficulty. Good for practicing real battle.

#### ● HARD LEVEL.

The most difficult level. You've spent too much time in the minors. It's time for the big leagues.

#### ● ARCADE LEVEL.

An intermediate level between HARD and NORMAL, equal to the arcade setting. Practice at home and get through the arcade game with one coin!

## NOTES ON USING THE MEMORY CARD

### THE MEMORY CARD BACK UP FUNCTIONS

To save and load game data using the **MEMORY CARD** (SOLD SEPARATELY), place the card carefully into the **MEMORY CARD SLOT** of your console and follow the procedures listed below.



#### ■ LOADING DATA

If the **MEMORY CARD** has been correctly placed in the **MEMORY CARD SLOT**, before play begins, the **LOAD SCREEN** will be displayed. Choose **YES** with the joystick, and load data by pushing the A Button on your controller. Action will then resume from the point at which you left off.

#### ■ SAVING DATA

After placing the **MEMORY CARD** in the appropriate slot, when the **GAME OVER** message has been displayed, the **SAVE SCREEN** will appear on your television. Selecting **YES** with the joystick and pressing the A Button will save game play at the stage at which you left off. (NOTE: With certain software, game data will be stored automatically.)

\*Please note that saving new data on the card will erase previously stored data.

#### ■ FORMATTING A NEW MEMORY CARD

New **MEMORY CARDS** need to be formatted. To do this, follow the procedures in the order listed below.

① Set the game cassette and **MEMORY CARD** in your **NEO-GEO HOME SYSTEM** correctly.



② While pressing all four buttons down on the controller, press the **RESET** button on the **NEO-GEO HOME SYSTEM** console.



③ The **DATA SCREEN** should now appear on your television. Choose the **CARD FORMAT** command with the joystick.



④ Press the A Button to finish formatting.



### ③ MEMORY CARD LOAD

Having inserted the memory card (sold separately) in the front slot, the LOAD SCREEN should appear. Selecting YES will allow you to continue the game at the stage where you left off. (For further details, see the USING THE MEMORY CARD section of this pamphlet.)



### ④ SELECTING CHARACTERS

Choose one of the twelve characters with the red cursor and make your selection by pressing the A Button. With 2-Player matches, follow the same procedure to select your character. It is possible to choose the same character, so chill!



### ⑤ GAME START

After selecting your desired character and stage, let the carnage begin! (To bypass the Demonstration Screen, press the A Button.)



\* When the player faces right.

**JUMP**



**DUCK, CROUCH**

\*DASH : SHIFT JOYSTICK TWICE QUICKLY TO DASH



The RAGE GAUGE increases when hit. When it becomes full...

**SLASH (HIT)**

WEAK ATTACK



STRONG ATTACK



POWERFUL ATTACK (at the same time)

**KICK**

WEAK ATTACK



STRONG ATTACK

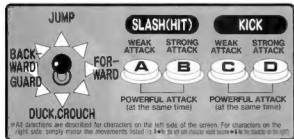


POWERFUL ATTACK (at the same time)

## BASIC MOVES

It's time to get full use out of your controller on this game. As quickly as possible, master the combinations of joystick and the 4 buttons to slash, punch, and kick your way to the final battle with the master of the elements Yoshiro Tokisada Amakusa.

### [Basic Moves and Attacks]



### [DASHES]

Tap the joystick forward twice for the "BAKUFU BLITZ"; backward twice for the "FLYING RETREAT."



### [THE METHODS OF MAYHEM!]

Each character has his or her own arsenal of special moves and attacks. Many of these attacks require a weapon, so keep a grip on your sword at all times! (For a complete list of the METHODS OF MAYHEM, consult the CHARACTER DESCRIPTION section.)



### THE TALONED FIEND GENAN SHIRANUI

The warrior of the infamous Doorn (Doom) Blood Tribe. He is known for slaying his victims with his clawed hands. Although failing to prove himself as the King of the Magic Animals, he has a weak spot for children, especially marionettes in... Well, let's just leave it at that.

WEAPON: AZAMI (also the name of his wife)  
NEMA MASTER DOOM BLOOD BLOOD  
ACADEMY OF MARVELS  
AGE: 36  
BIRTHPLACE: ONIGASHIMA



#### [THE METHODS OF MAYHEM!]



POISON CLOUD PUFF  
↓ ↓ ↓ SLASH



SLAUGHTER HOUSE TUMBLE  
↓ ↓ ↓ SLASH



不知火幻庵



# SAMURAI SP.

## THE TEXAN NINJA ANACHRONISM EARTHQUAKE

More than 10 feet tall, this conspicuous Ninja dropped out of training to pillage the treasures of the world. Having grown fat and very greedy, this mighty focus has no one or no thing get in his way. Fity the poor food that does!

WEAPONS: THE YELLOW SCYTHE  
OF TEXAS  
NINJA MASTER NED'S NINJA ACADEMY  
CORRESPONDENCE  
COURSE: DROPOUT

AGE: 29  
BIRTHPLACE: TEXAS, AMERICA

### [THE METHODS OF MAYHEM!]

#### FAT HOUND

While jumping, **POUCH** repeatedly.



#### FAT CHAINSAW

**BLASH** repeatedly.



#### TRIANGLE JUMP

During Jumps at either side of the screen, press the joystick in the opposite direction of the JUMP.



アースクエイク



# SAMURAI SP.

THE WAY OF  
THE SWORD

## (LOCKING SWORDS)



When your character locks swords with his opponent, punch that A Button repeatedly as if your life depends on it, because it does!

## (LOSING YOUR WEAPON)



After you recover from the shame of being disarmed, get off your backside and get that sword! Fight your way to your weapons and press the A Button to get it back. Needless to say, you shouldn't have lost it in the first place, you son of a peasant farmer's peasant!

## (THE "NO PAIN, NO PAIN" SPRINT)



Stop your opponents sword attack by rushing into your opponent's chest! A great way to foil your adversaries and a great topic for stories at boring cocktail parties. Note: Your sword has certain limits of durability. If you exceed these limits, your sword will shatter like a beer bottle on a drunken cowboy's head in a third-rate western. However, at the end of each round your sword will be restored, unlike the bottle in the cowboy movies.



## DUELLING

Each match consists of two duels. The first player to win two duels proceeds on to the next opponent. In the case where there is no winner, the judge will decide the victor.

**Determining the Winner**—A few words from Slick Sukihiro, Judge of Duels in SAMURAI SHODOWN.

Thank you for that wonderful introduction. Here's the scoop:

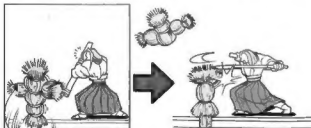
- ◆ Lose all of your power, and you die. You also lose.
- ◆ If the battle is not decided within the given time limit, the competitor with the most life remaining wins. The other guy loses.
- ◆ A tie will result if none of the above conditions are met.
- ◆ If a victor is still unchosen after 3 rounds, a fourth round will be conducted. The result of this battle will determine the winner.

Nice talking to all you Samurai and Samurettes!



## BONUS STAGES

As you proceed through the game, Bonus Stages will appear. From various places (indicated by the arrow cursor), straw dummies will periodically appear (unlike life, where real dummies always appear). Position your character carefully and plan your slices to the closest fraction of a second to cut these dummies and rack up those points (The dummies in the game that is, not the ones in real life)



THE INCAN AVENGER

## TAM TAM

A kind man devoted to a cruel way of life, TAM TAM seeks the lost Incan Parente Stone, which protects the life and welfare of his beloved village. Like CUNAN, he is particularly fond of children, but does not go so far as to mutilate... well, you get the idea.

WEAPON: HENGEZANGZANG  
ALMA MATER: BUNJODU RUIA RUIA  
COLLEGE: SCHOOL OF  
SCHMITZ TWILING.

AGE: 19  
BIRTHPLACE: GREEN VALLEY, SUPURDIE



[THE METHODS  
OF MAYHEM]

MOORA GABOORA  
SLASH



PAGUNA DIOS  
SLASH



BATLURA  
PAGUNA

SLASH



AHOW GABOOR [SLASH]



タムタム





# SAMURAI SP.

## THE NOBLE REVOLUTIONETTE CHARLOTTE

An accomplished swordperson, beloved by the common people of France, Charlotte has risen to save the masses from the disasters and despair that victimize her country. Famous quote: "Let them eat steak."

WEAPON: LAROCHE  
ALMA MATER: TAUGHT BY THE  
FRENCH FENCING  
TUTOR, O. LE PAIN

AGE: 27  
BIRTHPLACE: VERSAILLES, FRANCE



### THE METHODS OF MAYHEM



**SPLASH FOUNT**  
SLASH BUTTON  
REPEATEDLY



**POWER GRADATION**  
[Icon] + SLASH



シャルロット  
アベニュー



# SAMURAI SP.

## ROUND BONUSES

Bonus points are determined by the amount of time, life, and attack power of your character remaining after each battle.

- **POWER**-----The more power remaining, the more points you will receive.
- **TIME**-----Bonus points are determined by the remaining time multiplied by 100.
- **ATTACK POWER**-----Get out your calculators! This bonus is determined as indicated below.

Number of Times Attacked ÷ Number of Attacks

After your character wins a duel, sometimes money flies out of your opponents pockets, this too is included in the bonus.

## 2-PLAYER COMPETITION

To start 2-Player Competitive Play, simply press the start button on the unused controller. A second player may also enter the challenge during regular computer play in the same manner.

## RESURRECTION-CONTINUE PLAY

After being defeated, the continue count will begin. Push the start button before the count reaches zero to continue play. You can continue play up to three times. With two player competitions, if the countdown reaches zero for the losing player, the action will revert to computer play for the victor.



## ITEMS

During your matches, the Edo Express Delivery Man will appear. Probably the worst courier in the business, he is notorious for dropping--at times lobbing--his parcels into the way of the duel contestants. Some of these items, such as coins or food, will add points to your score or add power to your life meter. At other times, the courier will drop explosives, and these you will want to avoid.



**(POWER ITEMS)**  
MEAT, Meat, and meat. Based on the size of your portion, you can revitalize your power meter.



**(BONUS ITEMS)**  
Cash boxes, gold coins, small change. Based on the item, appropriate bonus points will be calculated.



**(OUCH ITEMS)**  
Explosives. If one of these babies gets in your way, get the heck out of there! If you can't escape, use the GUARD command to avoid taking damage.

**BUSHI  
THEATRE  
1**

**Distinguishing between life and boom.**



9 +Last one to the item is dead meat! One more thing: Don't go near the explosives!

**SAMURAI SP.**

**王虎**

**DEMON KING OF THE CONTINENTS**

**WAN FU**

Relying his monstrous looks, this military genius who seeks to unify the warring regions of China has come to Japan searching for recruits in his army. A brutal, calculating warrior and loving husband, Wan remains an enigma to all he meets.

**WEAPON:** THE SCIMITAR OF SLICE  
**ALMA MATER:** THE SCHOOL OF  
OF SHEN SOUNG.

**AGE:** 35  
**BIRTHPLACE:** CHINA



**[THE METHODS  
OF MATHS]**



**CONFUCIOUS  
THUNDER BOMB**  
+300+SLASH



**CONFUCIOUS  
WHIRLWIND**  
+50+SLASH



# SAMURAI SP.

千両狂死郎

## THE KABUKI MASTER KYOSHIRO SENRYO

The trouper/actor with a deep desire to be worshipped and a need to stand out who has lost the chimes of Edo to surpass his father, the Kabuki legend NAO HISU OBA. His main goal is to teach the citizens of the world the joy of Kabuki.

WEAPON: SHISHI HA

(THE LION'S BLADE)

ALMA MATER: KABUKI SCHOOL OF  
DRAMATICS AND SONG  
CHWING, EDO CAMPUS

AGE: 18  
BIRTHPLACE: EDO (OLD TOKYO)

### THE METHODS OF MAYHEM!



JUMPING LION: 1

5 stars + KICK



KABUKI  
CRUNCH DANCE

4 stars + SLASH



TWIRLING FLAME

4 stars + SLASH

WHEEL OF BLOOD SMOKE (Whole JUMP) 5 stars + A[B]

WHIRLWIND FAN! 5 stars + SLASH



# SAMURAI SP.

## THE RAGE GAUGE

As you receive various blows, your RAGE GAUGE, located in the lower half of the screen, will increase. When it begins to flash, your character will anger, reaching full power. At this time, your attacks and METHODS OF MAYHEM will be at their deadliest. On the other hand, during this time, if your character is attacked, the damage he receives will be proportionally larger too. So, if you happen to get angry, remember to stay cool. The rate at which the RAGE GAUGE rises varies with each character. The RAGE GAUGE will continue for a limited time in the subsequent round. Bonus, eh?



BUSHI  
THEATRE  
2

"Still angry?" "No, I'd properly channeled it..."



\*Assume the guard position when your opponent's rage gauge is full. \*Tactics my boy, tactics!

# SAMURAI SP.

## THE INVINCIBLE SAMURAI SAIKE EXPERT HA-OH MARU

With a taste for blood and cheap rice wine, this samurai celebrity is known for his unparalleled swordsmanship and his whirlwind speed. Heh, heh, heh.

WEAPON: THE FUGU BLADE  
ALMA MATER: SEI-TAICHI  
AGE: 25

BIRTHPLACE: MUSASHINOJIN,  
JAPAN



### [THE METHODS OF MAYHEM!]



CYCLONE SLASH  
[C] + SLASH



CRESCENT  
MOON SLASH  
[C] + SLASH

霸王丸



# SAMURAI SP.

## THE NINJA KNIGHT WITHOUT A CAUSE GALFORD

With his untalting Ninja Dog, Poppy, Galford seeks to become the last American Ninja. Fighting for truth, justice, Mom, and Apple Pie, Galford strives to quash evil without leaving too hard on the bad guys. A cheerful, active nice guy.

WEAPONS: THE BLADE (J-MOVE)  
ALMA MATER: BOGA-NINJA SCHOOL--  
DEPARTMENT OF VIOLENCE  
PUNKS VILLAGE

AGE: 20  
BIRTHPLACE: SAN FRANCISCO IN THE  
GOOD OLD U.S. OF A.



### [THE METHODS OF MAYHEM!]

#### HEAD STRIKE

Moves near opponent,  
then [C] + KICK



#### PLASMA BLADE

[C] + SLASH



#### RUSH DOG

[C] + SLASH



TRIANGLE JUMP [During Jumps at either side of the screen,  
press the cyclot at the opposite direction of the JUMP]

NINJA TELEPORTATION [C] + A + D

HEAD REPLICA ATTACK [When attacked, GUARD +  
B, C, D BUTTONS]

REAR REPLICA ATTACK [C] + B + C

MACHINE GUN DOG [C] + D

DIVING DOG [C] + D

ガルフード



# SAMURAI SP.

## THE EMPEROR'S SECRET SERVANT JUBEI YAGYU

Strict observer of Bushi, the way of the Samurai, he has tempered his mind and body to become a lethal extension of the Japanese Empire. One tough cookie.

WEAPON: THE YAMATO BLADE AND  
THE IRON TIGER DAGGER  
ALMA MATER: YAGYU INSTITUTE OF  
THE SABRE AND  
BRUSH

AGE: 39  
BIRTHPLACE: TOSA, JAPAN

### [THE METHODS OF MAYHEM]

TSUNAMI SABRE  
→→→SLASH



GEYSER THRUST  
→→→SLASH



SABRE THRASH  
PUSH SLASH REPEATEDLY



柳生十兵衛



# SAMURAI SP.

## THE ANGEL-FACED EAGLE HANDLER NAKORURU

The kindly mad from Hokkaido who communed with nature. She seeks to protect the Earth Mother's majesty from the folkies of humankind. With her beloved companion, the eagle NENAMAHARA, she leads the desperadoes with her sword given to her by her late father, HAHAMAMA.

WEAPON: HAHAMAMA KATANA  
(HER FATHER'S KEENSALE)  
ALMA MATER: THE RUNNING, DICK  
ACADEMY OF DANCE AND EDO  
AGE: 17  
BIRTHPLACE: ANI, HOSHOKAWA,  
KOTEN, HOKKAIDO, JAPAN



### [THE METHODS OF MAYHEM]

AMUZE  
→→→SLASH



LELE MITTSUBI  
→→→SLASH

AMUSE YATORO  
→→→→SLASH



MAHAMAHA FLIGHT [→→→+C]  
YATORO POKU [While flying, → or ← or →→SLASH  
or KICK]  
KAMU MUTSUBI [While flying, SLASH or KICK]  
MAHAMAHA CALL [When consumed, →→→+C or  
→→→→SLASH]

ナコルル





## THE NINJA MASTER OF THE SHADOWS HANZO HATTORI

Strongest of the dreaded IGA Ninjas, Hattori is feared for his cool professionalism and great ability. His battle is a personal one, for he seeks to free the soul of his son, possessed by the sinister SHIRO. TEIKISADA AMARUSA and an abnormal addiction to caffeinated drinks.

U.S. NINJA: THE NINJA BLADE  
NINJA MASTER: IGA INSTITUTE OF NINJA  
ARTS AND PSYCHOLOGY

AGE: 34  
BIRTHPLACE: DEWASAKHILL,  
JAPAN



### [THE METHODS OF MAYHEM!]

FLYING SPIKEBALL  
[←] + [→] + [KICK]



NINJA  
TELEPORTATION JIG  
[←] + [→] + [B.C.D. BUTTONS]



SHRIKE DASH  
Move near opponent,  
then [←] + [KICK]



TRIANGLE JUMP [↑] only JAMF at edge side of the screen, press  
the [↑] key in the opposite direction of the JAMF

NINJA SHADOW REPLICATES [←] + [→] + [B.C.D.]  
NINJA EXPLODING DRAGON [←] + [→] + [SLASH]

服部半蔵



## THE MERCILESS SAMURAI HEART-THROB UKYO TACHIBANA

The smooth master of swordsmanship with a rebellious mentality, Ukyo loves being alone. But when solitude has not cut on his journey to find the perfect bouquet for his beloved Kiri Odagiri.

WEAPON: THE BLADE OF NARCISSES  
ALMA MATER: DAINUSO SURGONS  
COLLEGE

AGE: 24  
BIRTHPLACE: UMASUGIMURA,  
KOCA, CHU, JAPAN



### [THE METHODS OF MAYHEM!]

SNOWFALL SLASH [↘]  
[←] + [SLASH]



SWALLOW SWIPE [↘]  
While JUMPING [←] + [→] + [SLASH]

橘右京

